

Reaper Presents:

CASKET WORKS

STOCK #00001

Casket Works

Issue
11

Spring
2003

LEGENDS

WARLORD

CAV

PRO PAINTS

This Issue:

MORE NEW MINIS
THAN EVER BEFORE

New Pro Paints!
Now 108 colors!

Legends of Adon:
Three Unlikely
Heroes

KICK SOME BOT!
CAV SOCCER RULES



REAPER

BRAIN PRESS • NEW RELEASES • Gabe Watch

FUTURE RELEASES



WARLORD

- | | |
|--|------------------|
| 14032 Lupine Shaman | By Werner Klocke |
| 14039 Irontongue, Dwarf Priest | By Werner Klocke |
| 14041 Warlord Familiars | By Werner Klocke |
| 14042 Dwarf King | By Werner Klocke |
| 14043 Lurgh Creakleather, Half Orc Assassin | By Werner Klocke |
| 14045 Valandil, High Mage | By Werner Klocke |
| 14046 D'Narg the Slayer, Elven Fighter/Mage | By Werner Klocke |
| 14047 Dingo Appledimple, Halfling Adventurer | By Werner Klocke |
| 14048 Fatima, Female Mummy | By Bob Ridolfi |
| 14050 Sir Broderick, Justicar | By Werner Klocke |
| 14051 Janna the Wanderer, Female Barbarian | By Werner Klocke |
| 14052 Azarphan, Death Knight | By Werner Klocke |
| 14053 Banshee | By Bob Ridolfi |
| 14055 Marcus Gideon, Undead Hunter | By Werner Klocke |
| 14056 Warlord Weapons | By Tim Kauffman |
| 14057 Wight | By Bobby Jackson |
| 14058 Lorielle Silverrain, Elven Archer | By Werner Klocke |
| 14059 Chaos Spawn | By Bob Ridolfi |
| 14060 Chaos Wizard | By Bob Ridolfi |

DARK HEAVEN LEGENDS

- | | |
|--|------------------------|
| 02674 Chimera | By Sandra Garrity |
| 02675 Giant Snake | By Jason Wiebe |
| 02676 Elia Shadowfeet, Female Halfling Thief | By Sandra Garrity |
| 02677 Townsfolk IV: Bandits and Loot (4) | By Jackson/Olley/Murch |
| 02678 Groa Targums, Swamp Hag | By Geoff Valley |
| 02679 Mushroom Men (2) | By Jason Wiebe |
| 02680 Undead Troll | By Ben Siens |
| 02681 Tolzar the Righteous, Adventuring Cleric | By Sandra Garrity |
| 02682 Selmarina, Witch | By Bob Ridolfi |
| 02683 Tyran Visgaal, Black Legionnaire Errant | By Sandra Garrity |
| 02684 Demon Lord of Frogs | By Jason Wiebe |
| 02685 Mohng, Formorian Giant | By Jason Wiebe |
| 02686 Ahlissa, Female Archer | By Dennis Mize |
| 02687 Marda, Female Barbarian | By Dennis Mize |
| 02688 Jaatu, Jungle Warrior | By Todd Harris |
| 02689 Kurff the Swift, Male Thief | By Sandra Garrity |
| 02690 Owl Bear | By Jason Wiebe |
| 02691 Stirges (4) | By Bob Olley |
| 02692 Tolan, Male Druid | By Sandra Garrity |
| 02693 Danra, Female Druid | By Sandra Garrity |
| 02694 Aeschylus, Gladiator with Trident | By Werner Klocke |
| 02695 Carnivorous Fungus Patch | By Bob Olley |
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| 02698 Melorian, Female Fighter | By Dennis Mize |
| 02699 Wiglaf, Viking Standard Bearer | By Todd Harris |
| 02700 Toxanimer, Wizard | By Sandra Garrity |
| 02701 Thor | By Dennis Mize |
| 02702 Hercules | By Dennis Mize |
| 02703 Gothic Archway | By Sandra Garrity |



JETSAM & FLOTSAM



Spring Mini Madness!

Good morning, America, how are you? And the rest of the world too, bonjour!

As I write this, it is late February 2003. And February only means one thing: New York Toy Fair! Oh yeah, it also means, Groundhog Day, Presidents Day, Valentines Day and a slew of Reaper birthdays. That's a lot of freakin' special days in February.

What's the deal with Groundhog's Day anyway? Is this the only mammal they could find to predict the outcome of the Winter vs. Spring conflict? What, they couldn't find a marmoset or a bush baby? Veritable barometers of seasons, those bush babies. And why does it matter when spring actually begins? No matter what, on the 21st of March, there will be snow on the ground somewhere. Makes me want to punt me some groundhog.

Anyhow, back to the Toy Fair. Man, I wish I could make it to the Toy Fair, more new stuff than you can shake a stick at. Which reminds me, I've been on Ebay lately trying to get some of the Simpsons Treehouse of Terror playsets. Of course, most of the ones listed are "mint" and cost just under what Michael Jackson paid for the Elephant Man's bones. Who gives a rat's patootie if they're mint? I'm just going to open that sucker up when I get it and put it on a shelf. What's the fun of getting toys if you don't even open them up and play with them? Or at least open them and think about playing with them?

Hey, don't get me wrong. I'm a collector at heart. I love to collect stuff. Just ask my bride-to-be. I call it "stuff", and she calls it, well, something less polite than "stuff". And according to her, I've got a lot of "stuff". I've got "stuff" coming out of my ears, and I can't stop getting "stuff" of all kinds. My office at work and my desk at home are filled with "stuff". Stuff rules. But I want to play with my "stuff"! Thank you George Carlin for opening my eyes.

Time for a non-sequitur subject change here.

Don't get me started on Valentines Day, a day when we men have to pretend to be sincere and romantic. We spend lots of money on our significant others for Valentines Day - roses, champagne, a nice candlelight dinner by a cozy fire. And then what happens on February 15? Back to watching the Dukes of Hazzard and eating grilled cheese sandwiches.

Don't get me wrong. I love February. It's the time of the year when I have so much to look forward to.

Hey, look! Girl Scout cookies!

Ron

Reaper Miniatures is here for people who love gaming. Our catalog is aimed at those with a love of miniatures, and a passion for gaming. Our goal is to stroke our egos, and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures, and embarrass other companies with what we can do.

On the Cover:

A special preview of the CAV Rules of Engagement cover art, by Neil Nowatski.



REAPER

Casket Works
Issue 10

SATURDAY MORNING 'TOONS

Our Heroes: (Casket Works)

Ron Hawkins	Space Ghost
Dave Pugh	Fearless Leader
Ivy Stepotis	Evil-Lyn/Buttercup

Villains: (Employees)

Al Pare	Moltar
Bill Grand	Winnie the Pooh
Brandon McDermott	Mojo JoJo
Brian Shires	Beast
Bryan Stiliz	Pinky
Damon Dorsey	Hong Kong Phooey
David Baker	Johnny Bravo
David Radford	Vulture Man
Doug Clevensine	Samurai Jack
Ed Pugh	Necron99
Gary Hoover	Foghorn Leghorn
Ira Strawn	Mr. Fantastic
Jason Tandy	Dick Dastardly
Jay Ragan	Dot Warner
Jeremy Allen	Shaggy
Jeremy Sowieja	Snarf
Joseph Wolf	Muppet Baby Animal
Kay Strickland	Natasha
Kevin Williams	Ren
Kit Pierce	Brak
Matt Clark	Stimpy
Matt Ragan	Zorak
Matt Yamarino	Daffy Duck
Miriam Pugh	Duchess
Nao Nagashima	Orko
Robert Allen	Wile E. Coyote
Robert Stewart	Dexter (Evil Genius)
Terri Shetler	Olive Oyl
Tracy Steadham	Snidely Whiplash
Victoria Pugh	Nell

Victims: (Sculptors)

Ben Siens	Ookla the Mok
Bob Olley	Jabberjaw
Bob Ridolfi	Dagwood
Bobby Jackson	Sylvester
Dennis Mize	Muttley
Jason Wiebe	Gossamer
Jim Johnson	Bullwinkle
Julie Guthrie	Blondie
Mark Kay	Rocket J. Squirrel
Richard Kerr	Roadrunner
Sandra Garrity	Granny
Steve Saunders	Elmer Fudd
Todd Harris	Roger Ramjet
Werner Klocke	UnderDog

Animators: (Artists)

James Holloway	Bugs Bunny
Mark Kidwell	Roger Rabbit
Tim "Talin" Collier	Stitch
Wayne Reynolds	Scrooge McDuck

Sound Effects: (3D Artists)

John Bear Ross	Yogi Bear
James Burrell	BooBoo
Ron Dubray	Yosemite Sam
Neil Nowatski	Snoopy

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9am-5pm CST, Monday - Friday

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REAPER Swag Superstore

The Swag!

PROOF OF PURCHASE

Made
In The
U.S.A.

Now that you've clipped all those Proof of Purchase tags from your blister cards, you've probably been wondering "What good are they?"

They're taking up space in your drawer, and you probably have enough to wall-paper your room.

Can you bribe a Reaper employee to get you some stuff? Not Really. Can you trade them to your big sister for a date with her best friend? You could, but then you would be missing out on some cool Reaper swag!



Keychain 10 Points
Reaper or CAV

Window Sticker 35 Points
White Logo, 12x4.75

T Shirt 40 Points
Reaper, CAV or Sophie
WHITE or BLACK

Sizes: M, L, XL, XXL

Cap 50 Points
Reaper or CAV

Tote Bag 60 Points
Black, 2 sided

Paint Rack 90 Points

The Values

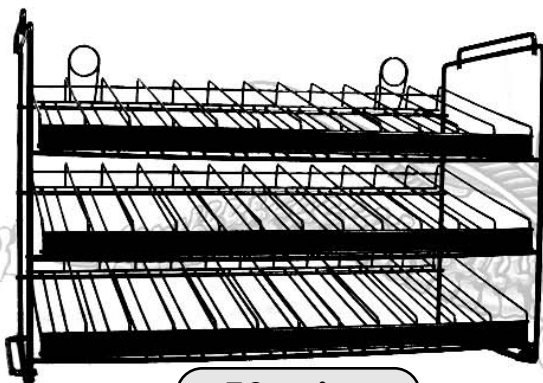
Small Card = 1 Point
Large Card = 2 Points
Small Box Set = 5 Points
Large Box Set = 10 points



35 points



40 points



50 points



10 points

60 points



To redeem your POP coupons, mail them to: P.O. Box 293175, Lewisville, TX 75029
Please include \$5 for S/H on your POP Program/Swag order. Coupons may not be used to cover S/H charges.
Allow 4-6 weeks if requested item is out of stock.



It's
a Mad Mad Mad
Mad World...

Bet you're wondering what all of the CW #s next to all of the prices are! Well, we at Reaper want to make everyone's life a little easier, and that includes our buddies over seas. So, those customers who order from our European production partner, Minifig UK, will get an additional flyer with the converted values in their catalog. The rest of us can just sit and wonder what they're worth in foreign currency.

Convention Season Approaches

Looks like that time of year when Reaper gets ready to hit the convention road. First up is the **Origins Game Expo** (Booth 218) arriving a month early in Columbus, Ohio June 26-29... The **Gen Con Game Fair** makes its locationary debut in Indianapolis, Indiana July 24-27. These conventions are always a lot of fun for everyone. Come by the booth to meet sculptors and painters, and all of us! We're looking forward to seeing everyone there! Ron says to tell him about your character!

Professional Painters Canvas Reaper Miniatures

During the last week of January, Reaper invited a select group of painters down to share techniques, discuss brushes, postulate and discuss all things miniature. Among the attendees were Mike Bisignani, Anne Foerster, Michael Genet, Alex Glocka, Jason Glocka, Jennifer Haley, Liliana Troy and Kevin Walker. Everyone had a great time until the "Less filling! Tastes Great!" argument started and open bottles of paint started flying across the room. What a mess!

Our Favorite Websites Part I

Painting and miniatures enthusiasts should bookmark **theminaturespage.com** for the most comprehensive miniatures website around. It's complete with news, pictures and a comprehensive list of miniatures manufacturers worldwide. We drop by everyday to see what's going on, and you should too!

Our Favorite Websites Part deux

Check out the brilliant webcomic ***Bite Me! A Webcomic for Distinguished Vampires*** at **ProjectKooky.com/dylan/biteme** Ivy's been bugging us to read it, even *before* Neil Gaiman thought it was cool enough to link to from his weblog...

Match the Painter to Their Beverage of Choice

The first person to email ivy@reapermini.com with the correct answer wins a complete set of the new Reaper Pro Paints Silks and Satins!

- | | |
|----------------------|--------------------------|
| A. Alex Glocka | 1. Chick Fil-A Sweet Tea |
| B. Jason Glocka | 2. Coffee |
| C. Anne Foerster | 3. Dr. Pepper |
| D. Jennifer Haley | 4. Pepsi |
| E. Michael Bisignani | 5. Sprite |
| F. Michael Genet | 6. Mountain Dew |
| G. Kevin Walker | 7. Water |
| H. Liliana Troy | 8. Mountain Dew |

Top Ten Reasons Painting is Better than Drinking Beer

1. Paint is less filling AND tastes great!
2. Nobody's ever woken up with a hangover and in some strange person's bed from painting all night.
3. Beer Goggles syndrome much more embarrassing than Paint Goggles.
4. Small, one ounce paint bottles much easier to smuggle aboard airplanes than 12 oz. beer bottles.
5. Drinking paint won't put hair on your chest.
6. You never get carded for buying acrylic paints.
7. Miniatures painted with beer don't fetch as much on Ebay as minis painted with actual paint.
8. One bottle of beer lasts 10 minutes; one bottle of paint can last 10 years.
9. Empty paint bottles may also be used to smuggle small rolls of microfilm from behind Iron Curtain (James Bond only).
10. Funneling paint almost unheard of.

New Tabletop Miniatures Game?

Rumor has it that a new tabletop miniatures game is in development here at Reaper. Surveillance tapes show a stealthy group of Reaper playtesters sneaking into our palatial art room every weekend with boxes full of miniatures and dice, only to leave hours later hurriedly scrawling notes into little black notebooks. What does this mean? Maybe the new Warlord tabletop game is being tested? When CW reporters cornered Reaper Matt and showed him the security tapes, he shook his fist and exclaimed, "Tim's treeman will be avenged!" We still don't know what that means, but we're seeking help for Matt...stay tuned!

More Boxed Sets Looming

Everyone should keep their eyes peeled for two new boxed sets this spring. We're finally releasing the incredible Tyrannosaurus Rex model by Jeff Wilhelm and the Tomb of the Mummy King by Bob Olley and Bob Ridolfi. Both of these sets are amazing! We're targeting April and May, pending red tape.



The Next Big Thing

Seems like every summer Reaper releases a new big dragon boxed set. Here's a sneak peek at the concept art for Marthrangul, due out this summer!



DARK HEAVEN LEGENDS

Legends of Adon

Not so long ago, Harley's bad temper assured him more than his share of thankless jobs.

After years as a surly stable boy Harley began his career as a member of the Westinhall city watch in Breonne. Like most of Westinhall's young men, Harley could swing a sword when the need arose, but his real talent lie in his sharp wits. Harley could spot trouble coming and had a knack for catching sneak thieves red-handed or insinuating himself between barroom brawlers before the punches started flying. His instincts won him accolades from his fellow watchmen, but his sergeant was less than impressed with Harley's gruff attitude.

An unfortunate incident at the Westinhall Harvest Festival involving a dancing bear and three street mimes ended poorly when Harley's sergeant arrived and began to berate him in front of the gathered crowd. Already frustrated by the Festival's unruly performers, Harley lost his temper and felled the sergeant with a solid punch to the jaw. After receiving a round of applause from the crowd and refusing a lucrative offer to become a professional bear wrestler, Harley was promptly relieved of his duties with the city watch.

Saying "good riddance" to the city watch, Harley hired on with The Iron Stallions, a local mercenary band retained by the city to patrol the sewer system. Sewer patrol was a job thought too contemptible for the regular city watch. It was filthy and dangerous work but Harley's instincts again helped set him apart from his comrades. Within the first few weeks he helped foil two goblin ambushes and uncovered the secret lair of a mad troll that had been preying upon the city's poorest residents.

The end of Harley's tenure with the Iron Stallions came when he uncovered a secret door in the sewers that let into a dank room full of arms and armor, much of it packed into crates as if prepared for shipping. Convinced he'd uncovered a smuggling ring of some sort, Harley immediately reported the find to the Stallion's leader, Captain Wexton, but the Captain urged Harley to forget the whole thing. Enraged by Wexton's willful ignorance, Harley pressed the matter and the conversation ended in a fist fight between the two men. Harley's contract with the Iron Stallions was immediately terminated.

Thanks to a friend from his days with the watch, Harley was able to land a poorly-paying job as a guard at the city jail. Despite the new job, Harley refused to let go of the smuggling operation he was certain he'd uncovered under the city. As a jailer, Harley met Diedre

Harley Brimstone

Darkwillow, a burglar serving a thirty day sentence for stealing apples (ironically, a crime she didn't commit). Despite the situation the two became friendly and Harley helped arrange for Diedre's early release. Freed, she

agreed to venture into the sewers with Harley to see what they could uncover.

After a week of lurking under the city they caught Captain Wexton engaged in a tense meeting with a small band of goblins. Diedre eavesdropped on their meeting and learned the truth—Wexton himself was selling the arms and armor to the local goblins.

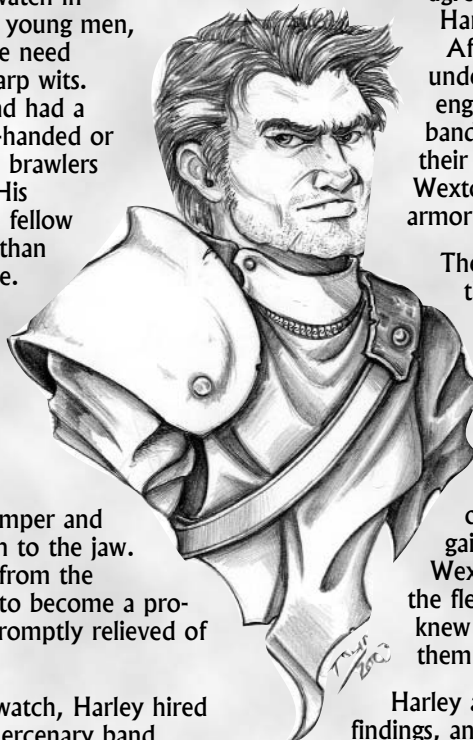
The realization that Wexton was supplying the very goblins that his company had been hired to protect against was too much for Harley. He threw himself into the middle of their meeting and went after Wexton. Diedre pushed two of the heavy crates into the sewer channel to distract the goblins and Harley and Wexton engaged each other with blades drawn. Just as Harley gained the upper-hand in the battle, Wexton was felled by an arrow from one of the fleeing goblins. Whatever secrets Wexton knew of his deal with the goblins he took them to his grave.

Harley and Diedre notified the watch of their findings, and the city began a full-scale investigation. Impressed with his work, the watch invited Harley to come back to his old position as a watchman, but he promptly refused. Since uncovering Wexton's plot, Harley and Diedre have joined forces with the fledgling mage Tuomas the Seeker and the three now work as freelance adventurers.

Some Westinhall locals who remember Harley from his days with the city watch think his temper may have landed him the most thankless job of all—adventurer! Though certainly no less dangerous than his earlier jobs, Harley's skills make him a competent adventurer and he seems especially pleased to be in a position where he doesn't have to take orders from anyone.

Harley stands just over six feet tall. His build is lean for a warrior, but he is wiry and surprisingly strong for his slight frame. He has green eyes and dark brown hair that he keeps cut short.

He has been heard to mutter to himself when contemplating a problem, a fact he strongly denies if confronted about it. The long sword is his favored weapon and he fights with a shield whenever possible.



Kurff the Swift

Thief, swordsman, shady ne'er-do-well: all of these and more have been used to describe the Free City of Farkeep's premier burglar.

He began life as a foundling, discovered on the doorstep of the temple of Shadarzaddii in Farkeep's Old District one frigid autumn night. Among the babe's tattered wrappings was a tiny scrap of stained parchment, upon which was scrawled a single word: Kurff. As was their custom, the priestesses took in the infant for a time before placing him in the custody of a well-meaning, if not thick-witted, blacksmith and his prudish wife.

Kurff's first few years were spent with his 11 siblings in the crowded house of his adoptive family. Kurff learned to stay far away from the volatile tempers of his foster parents. He frequently wandered the streets of the Old District, exploring the many alleyways, rooftops, and abandoned buildings in search of adventure. Kurff envisioned himself a steely-nerved explorer, free to wander the world in an endless quest for danger and excitement. In his youthful enthusiasm, however, Kurff made the mistake of 'borrowing' supplies from his father's smithy and food from the kitchen. When it was discovered that he was behind the missing sundries, the eight-year-old adventurer was cast unceremoniously into the streets and told never to return.

The next seven years for Kurff were spent hand-to-mouth, surviving by his wits alone. The streets of the Old District were no place for an unprotected child, and to survive, Kurff became an accomplished pickpocket, lifting trinkets and errant coins from passers-by. Eventually, he moved on to burglary; his small size and deft fingers were ideal for slipping through bars and opening locks.

By the time he was in his early teens, Kurff's daring exploits had won him the reputation of a shadowy rogue, hard to trail and impossible to catch. Being young, headstrong and cocksure, he enjoyed the notoriety, never stopping to consider the repercussions of his actions. In the way of the Old District, however, Kurff's loss of innocence was abrupt and harsh. Allied with three of his close friends, Kurff and company embarked on a short-lived, reckless spree of burglarizing local shops, unaware that the shop owners had paid protection money to a strong-armed gang of ruffians. Ambushed by the thugs in a dark alley, Kurff was left with a grievous wound to his right thigh; his three companions, however, were slain outright and left to rot in the light of the summer's dawn.

Kurff spent the next two years alone, devoted to honing his skills, until a chance encounter with a young girl named Tara changed his life forever. Like Kurff, she was alone in the world, wandering the streets of Farkeep. Reluctantly taking her under his wing, he instilled within her the street savvy essential to survival in the Old District. Tara learned quickly, her skills eventually rivaling those of her mentor. Whereas Kurff's focus and pre-

cision had earned him the title "The Swift", Tara's grace and stealth won her the nickname "The Silent".

Together, they seemed an invincible pair. And all the while, Kurff's feelings for his lovely accomplice deepened.

Their glorious dream ended suddenly, however, when Tara vanished without a trace one day. Weeks of fruitless searching finally led Kurff to the Guild District of Farkeep, where the disbelieving young man found Tara living well in her parents' villa, surrounded by servants and luxury. Kurff did not understand why she had so spitefully deceived him, nor did he care. Cruelly stung and embittered by the betrayal, he avoided all further contact with his one-time student.

Now in his late teens, Kurff embarked on a life of adventure, selling his skills to the highest bidder, and traveling wherever fate carried him.

During one such adventure, he met and befriended, Fafnir, a Northman of Kjord who shared much of Kurff's taste for danger and excitement. Some of the duo's most famous exploits include the daring theft of the priceless Ivory Elephant from the palace of the Sultan of Hakir and a daring escape from the dungeons of Baron Karras Heartthorne of Kaladis.

Following his escape from Heartthorne's dungeons, Kurff returned to Farkeep for a well-deserved rest. While quenching his thirst at the Winsome Wenches Inn, he met the dancing girl Jade and quickly succumbed to her exotic charm and beauty. He now spends much of his free time at the Wenches, carousing with Fafnir and Jade and engaging in a little freelance larceny when his purse grows light or the mood takes him.

Kurff is a charming rogue who lives for challenges. His unrequited feelings for Tara have prevented him from furthering his relationship with Jade, however. A persistent thorn in Kurff's side, Tara continually attempts to one-up her old teacher. On more than one occasion, her unwanted interference has nearly resulted in Kurff's capture. Despite all of his blustering, though, he secretly revels in the challenge of her rivalry.

He has recently boasted of his intent to steal the fabled Alabaster Cup of Saint Erebrist, a relic enshrined in the Malvernian Embassy. Speculation has flown wildly, both at his reckless bravado and the likelihood of Tara setting her sights on his prize as well.

Kurff is a handsome man in his mid-twenties. Although his features are dark, his eyes are a sharp, bright hazel grey. His many years of scaling walls and acrobatic escapes have left him with a lean, athletic build. Appropriate to his profession, Kurff dresses in shadowy garments of blue-grey, black, and charcoal.





Maria Roseblade



Maria Roseblade is not at all typical for a pirate of the Dragonspine Sea. In the first place, she is certainly in a small minority in being a female pirate. Further, she is motivated by something far stronger than the simple love of gold; she sails the seas in search of revenge.

Maria Roseblade was born Mariette Denevieux, the youngest of two daughters to a minor noble house in Racheau. Her family's fortunes were on the decline, and after her father died, without a son, it seemed certain that the Denevieux family would end with him. Yet soon after her father was buried, Maria's mother was courted by Christobal Villanue, a wealthy merchant. Maria watched as her mother was taken in by Villanue's charms. Soon, the two planned to wed, and it seemed that the fortunes of the Denevieuxs were on the rise.

One night, shortly before the wedding, Villanue quarreled with Maria's older sister Cosette, and the quarrel turned violent. As Maria burst into the room to intercede, she found Villanue standing over Cosette's lifeless body, his hands bloody. He startled as he saw her, and fled.

After news of the murder got out, it took only days until Villanue was found and brought to a trial. Maria and her mother sat in the courtroom as Villanue was to be sentenced for the murder of Cosette. But they were stunned as the judge ruled the death an accident, and that Villanue, as an upstanding merchant of Racheau, was a free man. Only when Villanue vigorously shook the hand of the judge and smiled did Maria realize what had transpired. Villanue had bought his freedom.

Maria's mother, however, never recovered. Grief stricken, from the recent loss of her husband and now daughter, she locked herself in her chambers and refused to leave. She was dead within a month.

Maria was now alone. Villanue was to blame for the deaths of both her sister and mother. And despite the corruption of Racheau that let him buy his freedom, Maria swore that justice would be served.

She sold the remainder of her family's possessions, earning barely a pittance of their worth – but it mattered not at all. Maria was happy to be rid of it. Taking her meager fortune and the clothes upon her back, she booked passage on a passenger ship out of Racheau, to Port Gangrel in Taltos. There, she could find ready assassins, who would be all too happy to repay her debt of blood to Villanue.

However, during her voyage, the ship was attacked by the Feral Smile, the pirate ship of Captain Salis Ulrich. The pirates quickly boarded the passenger ship and began removing the passengers of their valuables.

Most passengers capitulated without a fight; but some struggled. Maria, seeing the threat to her plans of having Villanue killed, refused to give them her gold. When demanded, she refused. When threatened, she drew her own small dagger to defend herself. They could sooner kill her than rob her, she said.

Captain Ulrich was bemused by Maria. Surely her small purse could not be worth dying over? He ordered his crew to capture Maria – alive – and bring her on-board the Feral Smile. She resisted, but arrayed against a dozen veteran pirates, it was only a matter of time before she was knocked unconscious and carried over to the Feral Smile.

When Maria awoke, she feared the worst. She discovered herself unharmed, and her money still by her side. As she wondered what the pirates' plans for her were, Captain Ulrich visited her in her chambers. He explained his intentions – it was clear to him that Maria had vengeance in her heart, and he wanted to hear her story. She told what had happened to her family, and her intentions to hire an assassin to kill Villanue.

Captain Ulrich considered her story, and gave her two choices. He would take her to Port Gangrel aboard the Feral Smile, where she could hire her assassin. Or she could join his crew, and learn the skills she would kill Villanue herself.

Maria considered his offer for only an instant – she joined his crew. For several months now, she has honed and refined her skills, becoming an adept at sailing and sword craft – and raising her confidence infinitely. Soon, she will return to Racheau, and Villanue will finally pay for his crimes.

Maria Roseblade cuts a striking figure – wiry and toughened by her new life as a pirate. Typically the first her foes see of her is her piercing green eyes as she swings through the air to board their ship. Her long black hair, often laced with feathers, is typically worn pulled back, so as not to interfere with her vision as she deals with anyone foolish enough to offer resistance. Although many pirates are often jovial about their plunder and conquests, Maria is typically silent and serious – her eyes and her blades speaking all that need be said.





Reaper Movie Review

When last we met our hapless review team in CW10, ReaperRon had used his "connections" to get us a special advance screening of **The Lord of the Rings: The Two Towers**. Sadly, our review copy never arrived, and as deadlines are deadlines, we reviewed the trailer. He came through this time! Just as he'd promised, we arrived at the theatres late the evening Dec 17 for a special advanced screening... just for us. Well, or so he said. So, with two thousand of our closest friends, er, I mean COMPLETE STRANGERS, we settled in to enjoy the film...

Ron -- See, they should've listened to Paul Newman! He kept telling them that the wiring was faulty and a potential disaster was on their hands. Thank heavens that Steve McQueen was...oh, wait. That was the **Towering Inferno**. Nevermind. **A+**

CAVMatt -- Elves at Helm's Deep!?! Okay, I see where Jackson is going with it, overall I like it, but dammit, it took me by surprise! Aragorn, he's the man. Gimli, he's the dwarf. Legolas, can't stand the hype. Eomer, Vikings on horses, what's not to love? Orcs, Sword Fodder. **A+**

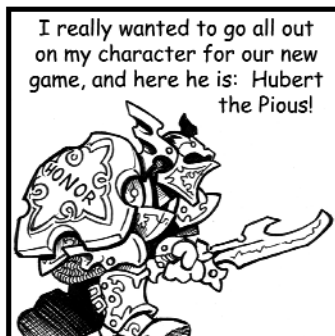
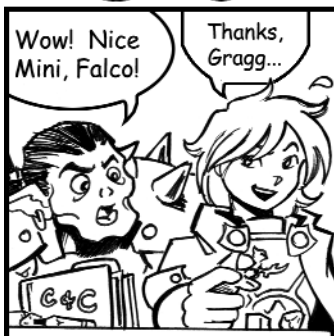
Tim -- Stellar performance by Brago. So much good stuff, I almost didn't miss the cut scene with Eowyn and the Orcs. **A+**
Uruk-Hai Minions -- "Za dashu snaku Zigur! Wecht hrus ulcharrihim!*"
**Translation: Hail, Sauron! We got gypped!*

Jay -- Mmmmm. Aragorn. MMM. Hrm. This sounds just like my preview review... I guess I got it right the first time! It could have been longer though. For the record, Aragorn. MMM. **A+**

Matt Y. -- I love ents. Ents are the best. I want to give Treebeard a hug. Wow. Ents just rock my socks. Have I mentioned the ents??? Ents. Tom Bombadil will live forever. And then the Ents... **E+ (for Ents)**

Ivy -- Gosh, what a good movie. Orlando Bloom is tasty, although far more so than Legolas. I hope Saruman bites the big axe in the next one! Andy Serkis was robbed of his Oscar nom! Knock it out the box Peter, knock it out! **A+**

SMALL WORKS



CAV SOCCER

Originally submitted by Patrick "Mad Pat" Haughton

Reaper Black Lightning Demo Team

Kick off the new year with CAV! Sometimes it's fun to just sit back have a friendly game of Soccer. Imagine how much more fun it would be to play soccer with an 80 ton machine mounting some of the most lethal weaponry of the 23rd century!

A couple generations ago, a tradition sprang up among the various military academies of Earth. Upperclass cadet crews played soccer using old or junked personal transports as the ball. The reflexes learned via competitive play between the various academies was incredible. Team pilots learned the coordination, timing, and gained experience maneuvering their CAVs in the close quarters madness of the crowded battlefield. Team WSOs learned firsthand the skills needed to line up shots against enemy targets as their pilot was dodging, ducking, and weaving as they attempt to score points with the ball. In no time at all the Imperial Cup was born! Today the Imperial Cup is open to teams from Military Academies, city police forces, and even the occasional mercenary units.

Supplies:

10 CAVs chosen by the players, one deck of cards, ten and six sided dice, a small marker chip for each CAV, something to represent the ball, measuring tape, one 4 foot by 6 foot playing area. One extra CAV and Light Infantry stands will be required for some of the Optional Rules.

Building your Team:

Create a team of five CAVs with a maximum total of 1600 points. To really get into the spirit of CAV soccer, paint them with jersey numbers between 1 and 10 and in team colors (but this is not necessary). When sharing the fun, CAV Soccer can be played with each CAV controlled by a single player but it can also be easily played with just two.

The Pitch:

The soccer field (pitch) is a standard 4 foot by 6 foot area painted green, covered with a green game matt, or green felt. Place one

white line width-wise across the middle to represent the centerline. Center two Goal Boxes measuring 2 feet by 1 foot at each opposite end of the playing area. The goals themselves should be 6 inches wide by 3 inches deep placed at the back line in the center of the goal boxes. If you wish to create 3-Dimensional goal nets, some wire and plastic fruit netting available at your local grocery store work great.

Setup:

The two teams should toss a coin to determine which team sets up on which side of the field. Once each time has a side, they may place their models at the same time. First, designate one CAV as the Goalie, this Model sets up inside the team's Goal Box. One Model should deploy at the centerline for kickoff. The remaining three models may deploy anywhere on the battlefield on their own side of the centerline. Other than the goalie there are no specified positions in CAV Soccer.

Length of play:

Decide when the final buzzer will sound. Typical games happen in two hour increments with a short break at the halfway point (a 2 hour game with a break at 1 hour, a 4 hour game with a break after the first 2 hours, etc.).



The Turn Sequence:

The turn sequence runs a bit differently than most other CAV games. First, each individual CAV is considered a separate section and will have its own initiative card. Deal out 5 cards for each team and designate which Model corresponds to which card. We suggest using number cards for the normal CAVs and the Ace or a face card for the Goalie. Set the Goalie's card aside near the Goalie and face up, it has special initiative rules explained later. Shuffle the other four cards together and set them aside, each team will have an initiative stack with its four CAVs, rather than a single initiative stack with the cards of both teams like in normal games of CAV. The second difference is that action phases occur within Rounds, explained shortly.

Kick Off:

After all initiative cards have been shuffled and set in their respective team stacks comes the kickoff. Each player rolls a d10 and adds the Model's Pilot Skill modifier. The winner of the roll will then be able to place the ball as if they had made a successful super kick (see below).

Initiative Phases:

The player controlling the side that did not win the kickoff turns over the first card in its initiative stack. The Model corresponding to the overturned card may then conduct its Action Phase as normal. After concluding its Action Phase, the initiative card is returned to its team's initiative stack at the bottom so that it will come up again after all its teammates have taken an Action Phase. Then the other team draws its first card and conducts an Action Phase. Play follows this pattern, alternating from team to team with each draw and cycling through the entire initiative stack repeatedly until the Round is over.

Special Rules for Action Phases in CAV Soccer.

Dribble Kick:

A CAV in base contact with the ball that spends one Movement (MM) point and succeeds in a Kick Test may move the ball forward. A Kick Test is a d10 roll adding the CAV's pilot modifiers. The opponent rolls a d6 for the ball with no modifiers. A CAV succeeds on a win or tie and if successful may move the ball forward a minimum distance of one inch and a maximum distance in inches/hexes equal to the Model's total number of Damage Tracks.



(For example: A Dictator spends one MM and succeeds in a Kick Test, the ball may now be moved a minimum of 1 to a maximum of 5 inches forward from the CAV.) An unsuccessful Kick Test means the CAV misses the ball and must spend another Movement (MM) point to try again.

Super Kick:

A CAV in base contact with the ball that spends half of its total Movement (MM) points and succeeds in a Kick Test may move the ball forward a greater distance than a normal Dribble Kick. The Kick Test for a Super Kick allows the opponent to roll 1d10 for the ball instead of the normal 1d6. On a win or tie the ball moves a distance in inches/hexes equal to the total number of Damage Tracks of the kicking CAV times three (x3). The ball must move the full distance. If the CAV fails the Kick Test the ball moves forward the full amount, and then drifts equal to the appropriate distance on a Weapon's Officer Drift Table using the Pilot's rating instead of the WSO rating. The ball does not actually follow this erratic pattern and in fact travels in a straight line to its final destination, the Drift table is a rule abstraction representing a wild kick.

Contesting Ownership:

If one or more CAV are in base contact with the ball it is considered in Contention. During its turn a CAV may spend two Movement (MM) points and attempt to take control of the ball. All CAVs contesting ownership will roll a d10 plus Pilot modifiers, if the active CAV wins it may then move the ball as normal else the ball stays put. A CAV that fails to gain ownership may spend an additional two Movement (MM) points and try again and continue to attempt again until it is out of Movement (MM) points. The other Models may willingly relinquish control of the ball if they wish, with no roll off.

Open Ball:

If the ball is in the open and there is no CAV in base contact it is considered open. A CAV may take control of an open ball by simply coming into base contact with it.

Ball Handler:

The CAV in possession of the ball is considered protected. This means no one may shoot at the ball handler except the Goalie. If the Goalie is placed into the normal initiative draw order as described below this special ability is lost. If the ball handler shoots at another CAV, the target CAV may return Defensive Fire as normal. This does not allow the CAV to later shoot at the ball handler during its own turn.

Goalie:

The Goalie is considered outside of the normal initiative phase as long as it is within the goalie box. Place the Goalie card behind the Goalie face up. The Goalie may take its turn at any point by interrupting the normal initiative phase. When the Goalie declares it is interrupting, turn the card over. The Goalie then takes its action phase as normal. When the Goalie is finished the interrupted CAV may complete its original action. If the Goalie ends its turn outside the Goalie Box, its card is immediately placed in its team initiative stack. If the Goalie ends its action phase inside the Goalie Box its card is returned to the face up position after the completion of the interrupted CAVs action phase. Goalies may not interrupt other Goalies.

Weapons Fire:

All weapons are considered to be in training mode and using simulated damage systems. All weapon ranges are at half of their normal values (round down). All other weapon stats are normal. Ignore all Direct Fire situational Modifiers.

Return Fire:

To keep things moving quickly and keep CAVs up and mobile, CAV Soccer uses the Defensive Fire Reserves rule out of the JoR page 131. To keep track of this place a small counter next to each CAV as they return fire. This makes it quite easy to remember who has and has not. Playing without this Scenario Rule actually damages game flow since each CAV is a section and there are not very many Models on the field.

Damage:

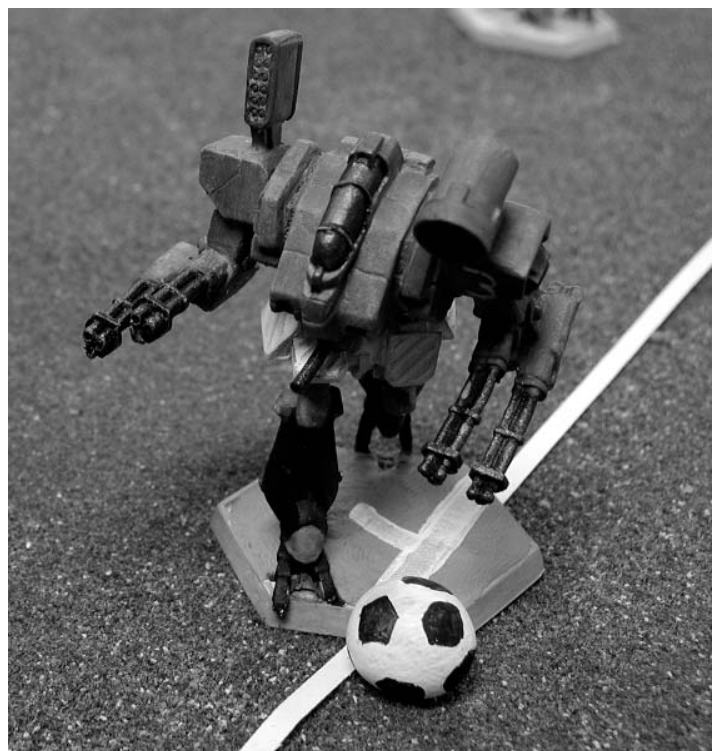
To keep the game moving, No CAV may be ever completely taken out of play. If a CAV has taken enough damage that they would normally be destroyed, they are considered Knocked Down, placed on their backs, and lose their next Action Phase. After their lost Action Phase they will then be stood back up, and automatically repaired to its last damage track. Ignore all Suppression Checks and any associated modifiers.

Scoring a Goal:

This is the most important part of the game. Some major things happen when the goal is scored. First, the team scoring the goal may then roll to see if they win a Prize for scoring the goal. On a roll of 8 or better on a d10 they have earned a Prize from the following list. As incentive to attempt to score goals rather than blowing up the other team, for each enemy CAV that has not taken more than half its Damage Tracks (round down) in damage add +1 to the Prize Roll. Second, reshuffle the team initiative stacks and return the Goalie to the Goal Box. Third, the Round is over! All CAVs are reset to zero damage and the teams are set up just like the start of the game for kickoff.

Prizes:

One passed Repair roll, One passed Target Lock roll, One passed ECM roll, One passed Ball Contention roll



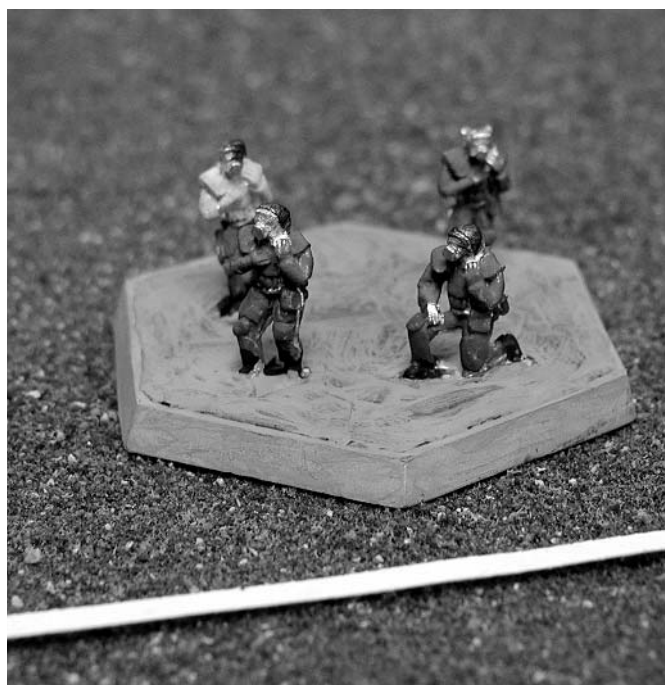
Optional Rules:

The Ref:

This position is mostly honorary due to the fact that there are no fouls in CAV Soccer. The Ref is on the field mainly to place the ball for the kickoffs and watch for the occasional Hooligan rush onto the field. The Ref is usually the visiting ACE CAV crew or local Commanding officer of the Academy hosting the match. In Game terms, the Ref is controlled by the Game referee or event organizer. The player of the Ref has 1000 points to spend on their CAV and crew. The Ref is fitted with live ammo but also has been fitted with the same training gear as the Soccer players and can be taken out of commission by the players. The Ref is not allowed to fire on the players unless first fired upon. Once fired upon or caught in an Area of Effect attack, the Ref issues a Black card to the offending player. Any damage inflicted by the Ref on the Black Carded player is not reset at end of the Round. If the Ref is called into action it may place its Initiative Card (usually a King) into either Team's initiative stacks. The Goalie may interrupt the Ref. The Ref may also freely fire upon Hooligans if they are put into play. The Ref may only fire at Hooligans or CAVs that have shot at it.

Hooligans:

Fans can get out of control at any sporting event, but none like a soccer Hooligan. If a CAV is knocked down, or has been Black Carded by the Ref the owning team may roll to see if their fans are whipped into a frenzy and rush the field. On a roll of 9 or better a single stand of light infantry with no upgrades appears on the edge of the players side of the field. A new initiative card (usually a Joker) is placed in the players stack and they will have full control of the Hooligans as an extra unit. For each friendly Hooligan stand already on the field they may add +1 to their next Hooligan roll. Add +2 for each Black Carded CAV. All Hooligan units for one team move on the same initiative card. If the ball moves directly through a stand of Hooligans, the Hooligan stand automatically takes one damage track of damage. Other than Close Assault this is the only way the Soccer players themselves may damage the Hooligans. It is up to the Ref to control them.



Old Firm Hooligans:

For any CAV Soccer games taking place in Glasgow, Scotland on Earth all Hooligan Stands add +2 to future Hooligan Rolls instead of the normal +1.

Indirect Buffering:

Players may use indirect fire to help move the ball around the field. A successful Indirect Attack into the ball hex or an adjacent will push the ball a distance in inches/hexes equal to the Area of Effect in a random direction determined by consulting the Drift diagram.

Outdoor Soccer:

Increase the team size to 8 CAVs per side, and points to 2500 per team.

BABE WATCH

George Washington was many things: patriot, politician, soldier, and general. He is one of America's Founding Fathers. He was our first president. And he liked to watch babes! We're proud to bring you our President's Day episode of Babe Watch! This issue: Maria Roseblade! Read on...

Our first choice is Jennifer Garner, starring in Daredevil. She plays the part of Elektra, a martial arts/ninja bad mama jama. Perfect, because so is Maria Roseblade! Daredevil, by the way, is blind; poor guy, he doesn't know what he's missing...

Our second choice is Paula Garces. You might know her from her role on Guiding Light. Or, you might not. Who cares? She could be on the Home Shopping Network and I'd still watch.

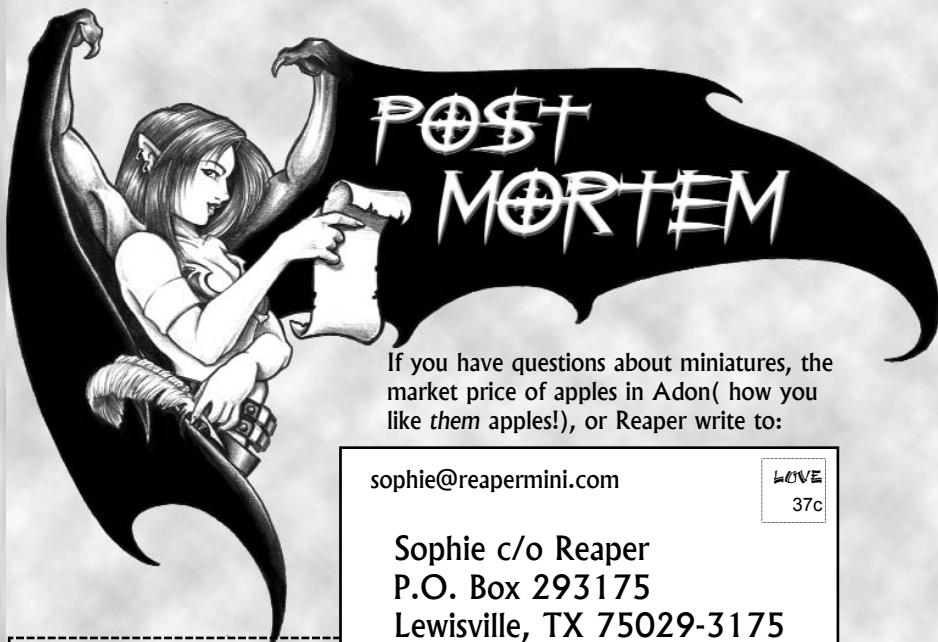


Our third choice is Diana Carter, aka Wonder Woman. Hey, give me a break, I'm on a deadline. But you know what? Wonder Woman is a freakin' BABE! Watch Justice League



and see for yourself. Besides, this just ties into our cartoon thing on the credits page.

Gals, give me a call, I'll get you set up with an audition!



If you have questions about miniatures, the market price of apples in Adon(how you like *them* apples!), or Reaper write to:

sophie@reapermini.com

LOVE
37c

Sophie c/o Reaper
P.O. Box 293175
Lewisville, TX 75029-3175

Dear Sophie:

Why haven't we seen more of you? Why aren't there more items with your lovely image engraved on them? Why can't I buy T-shirts, socks, hats, mittens, earmuffs, posters (mmm, pinups) bookmarks, super-duper-gulp mugs with your lovely picture on them? How about a swimsuit edition of Casketworks, huh?

--Some Guy on the 'Net

Dear Guy,
*They've been after me around here (aren't they always?) to pose for Talin lately, so you'll soon get your fondest wish. Look for new **Swag** featuring yours truly in this very issue of Casket Works, and a special 72mm sculpt of me by **Werner Klocke** in May... Trust me, you'll be seeing alot more of me! Just, you know, try to keep the drool to a minimum. Wouldn't want to pit the pewter.*

XOX,
Sophie

Dear Sophie,
How can I convince my girlfriend that painting little metal models of partially clothed people isn't strange and unusual? Is there a way to convince her that this can even be art?

Thanks!

Tom Daggett

First, hop out to ebay and show her some of the astounding amounts a nice paint job can fetch. Then tell her you're working on your flesh techniques so you can do that too! To spend on her, of course!

-Sophie

Dear Ms. Sophie!

(Not Mrs., right?!) Please excuse my impertinent question, but what, err, who exactly are you: Erinnye, Succubus or what in the nine hells else? (Not that it matters, with those nice pointed ears.)

Yours,

Elomir

P.S. You probably already guessed that I'm an elf, didn't you?

*Darling Elomir,
Most around the nine hells just call me "The Cute One." Here at Reaper, my official job title is **Mischvious Flirt Adept**. I suppose if you must insist on labels, succubus will do... But I'm so much more than that!
Toodles, elfy boy!
Hugs,
Sophie*

Greetings!

Recently I purchased the 'Angel of Mercy' which I painted for my mom to take with her to Africa on a Safari. I don't know if it was my paint job, or the great detail of your figure, but my mother swear that the figure kept a male elephant that charged the open-top tour bus she was in from just flipping it over. I do not know if that was the case, but then again, I was not the one eye to eye with an upset elephant either!

--Eric Daley

Wow! That's just incredible!

Whichever, tell mom to keep that figure with her!

-Sophie

BATTLE BASES

The Whys and Hows of Mounting Your Figures

Occasionally, we miniatures enthusiasts like to mount our figures on bases, either for gaming or purely for looks. The Dark Heaven Legends line of minis comes with an integral base, meaning that the figure and the “broccoli base” are cast as one piece. While this is fine for some gamers and painters, others prefer the uniform look of square slotted bases. However, this requires those folks to grind or cut the base off before mounting it to a square base.



With Battle Bases, it's easy for anyone to mount their miniatures on square bases without spending the unnecessary time removing integral bases. Let us show you what we mean...

First of all, after choosing your miniatures, test fit it into the Battle Base, trimming or filing the edges to get the necessary fit. Most Dark Heaven Legends character miniatures will fit into Battle Bases with little or no work at all.



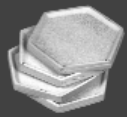
Once you've made sure the figure fits inside the Battle Base, super glue it into place. After that, you'll need to fill in the gaps between the edge of the Battle Base and the edges of the integral base. Here at Reaper, we use a couple of different methods. The first is easiest; just fill the gaps with green stuff and texture it to match the texture of the broccoli base. The second method is a little more work, but still very effective. In a small container, mix two parts white glue to one part modeling flock and one part water. Stir this mixture into a paste and apply to the gaps (you can also apply this mixture over the integral base for a more uniform texture).



Voila! It's as easy as that. Now all you have to do is prime and paint the model. After that, flock or paint your base, and you're done! I like the look of miniatures on square bases, complete with flock or static grass, and I also like the weight of the model once it's attached to the metal Battle Base, rather than the plastic base.

All in all, it's just a matter of preference in what you like: integral bases, plastic slotted bases or Battle Bases. The bottom line is just to have fun, and enjoy your minis!



 74004 SMOOTH BASE HEX 25MM 4 IN PACK	 74005 STONE BASE HEX 25MM 4 IN PACK	 74006 SMOOTH BASE SQUARE 1 INCH 4 IN PACK	 74007 SMOOTH BASE RECTANGLE 1 IN X 2 IN 3 IN PACK
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An Interview With

~~Ben Signs~~
~~Ben Sines~~
~~Ben Seins~~

Ben Siens

From Playdough to Metal Monsters

We caught up with Ben between shoots on the set of Baywatch, while David Hasselhoff tours in Germany. Surprisingly serious and shy for a man of such devastating good looks, Ben reveals all, or at least a little to **Casket Works**...



Casket Works:

How did you first get started sculpting in the gaming industry? Reaper?

I started by sending photos to a number of companies, but Reaper was the first company that gave me a chance to work.

Casket Works:

What is your favorite model that you have sculpted?

I don't really have a favorite. Anything I am currently working on is my favorite until it's done, then I usually don't want to see it for awhile!

Casket Works: *Do you sculpt from photos or sketches, or do you make things up as you go?*

A little of both. I hate working from art if I have to copy exactly what is on the page. I don't mind art as a guideline and inspiration for my work, but I always like to tweak the details to make a better figure.

Casket Works: *Do you have any formal training in art?*

No. But I used to play with playdough as a kid. I think talent and imagination count for more than anything, however I'm

sure a formal education wouldn't hurt, but it's hard to find sculpting classes that would apply to miniature design. Life sculpting would be best.

Casket Works: *What types of hobbies do you have (when you have the time)?*

Wargaming and painting miniatures mostly, like you would expect!

Casket Works: *What other artists do you admire?*

The list is just too long to print! Anything has the potential to inspire me.

Casket Works: *What are some upcoming projects you are working on for Reaper?*

Probably a selection of orc stuff for Warlord, more beasties I imagine. Possibly some cave troll young to go with their mother!

Casket Works: *What advice do you have for aspiring sculptors?*

Practice, patience, and above all learn human anatomy. Start now because it's a lifetime endeavor!

Casket Works: *What's the last good book you read? What's the last good movie you saw?*

Morningstar by David Gemmell, and The Two Towers.

Casket Works: *What should one do if attacked by a shark while surfing?*

Kiss your ass goodbye???



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**Come by for info on the
CAV Warmaster Tournament.**

Posterior End

FROM THE FRONT LINES

December 6, 2002

Dear Reaper,

Season's greetings from the desert. I'm the soldier deployed in Kuwait who wrote you recently asking for help. Well, you guys sent it and it was so much more than I could hope for! I love the Dark Heaven Legends miniatures and the Eldest Son adventure you sent for us. The paints and the brushes were the focus point of everyone's attention. A lot of the soldiers who've never even heard of RPG's were stunned in reverence of the small, fully armored, cunning little warriors you sent us. I cannot begin to express my gratitude but I hope that what we do out here can in some way help you back in the states.

Once again, thank you for your support! May your days be full of peace, and from us all here in 2/6 Cavalry, "Happy Holidays!"

PFC Jason Dement
Taskforce 2/6 HHT

Hi Jason,

We're glad you guys enjoyed the minis and paints! We hope that you guys enjoy using them!

Our thoughts are with you, your unit, and with all the other men and women in the armed forces in the Middle East and around the world. America is proud of you and we hope that you guys can come home soon. You guys are doing a great job, and remember, "Strike Deep!"

Reaper Miniatures

Right Cheek

Well, as this is the first we've met, and my first chance to be cheeky with you all, I suppose I should introduce myself! I'm Ivy, the Reaper Layout cHix0r. Er, Chick, and stuff.

First, a shout out to all the Vader Haters out there... we'll blow your planet up! Er, oh, wait, wrong shout out. The fine folks out on the ReaperMini.com Forums have had the dubious pleasure of having me in their midst... So a shout out to all of yas... This time we meet on my ground. *G*

This episode of Casket Works was brought to you by the letter Q, a case of Red Bull (thanks Kay!), and the Whatever Ninja.

-ivy

Left Cheek

All good things must come to an end, thus sayeth the ancient wise men. Of course, the ancient wise men didn't have the internet and Red Bull either, so what the hell did they know?

We hope you enjoyed our eleventh issue of Casket Works. For our next issue, the rumor around the shop is that we're going to full color. That's just a rumor, and you didn't hear it from me, okay?

Be sure to tune in next time for our exclusive interview with the prolific Werner Klocke. Plus, Gragg Elfslayer, Small World, Babe Watch, and we finally answer the question of "How many licks does it take to get to the center of a CAV miniature?"

All that and more in 90 days!

Ron